Area 1
Copper 1 : 2 Conquest, 1 Curse, 1 Copper Treasure
Copper 2 : 1 Conquest, 100 coins, 1 Copper Treasure
Copper 3 : 2 Curses, 2 Copper Treasure
Silver 1 : 3 Conquest, 1 Curse, 1 Silver Treasure
Silver 2 : 2 Conquest, 200 Coins, 1 Silver Treasure
Silver 3 : 1 Conquest, 2 Curses, 2 Silver Treasures
Gold 1 : 3 Conquest, 1 Curse, 1 Gold Treasure
Gold 2 : 3 Curse, 2 Gold Treasures
Start Area
Area 2
Area 3
Area 4

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New Quest

By Mark Rowe

Quest Background

While wondering the countryside you approach a town that looks to be in shambles. As you explore further you find out that several of the townsfolk have disappeared. Upon further investigation you find out that they may be located in some old abandon ruins just a few miles down the road. The town elder requests that you save the missing villagers and slay the evil creatures that has put the town in such a mess. He also tells you that the ruins are very quickly collapsing and wont last long with all the ruckus going on down there.

Quest Goals

You need to rescue 10 people from the dungeon before the timer runs out and the passageways collapse

Each person is represented by a "?" symbol. The person takes up one space in your inventory. You are given 25 conquest tokens and each round you expend one as the passageways get closer to collapsing. If you ever run out of tokens the ruins will collapse and the minions of the overlord will run free and destroy the town.

AREA 1

As you open the door you here sounds of hissing and pounding along with the sounds of screaming coming form around the corner.

AREA 2

As you place the blue rune to the door it slowly begins to melt away. The sounds coming from this hallway are that of laughter and fear.

AREA 3

Upon placing the yellow rune near the door it completely melts into nothingness. Suddenly you feel warmer as if the temperature in this corridor has increased ten-fold.

AREA 4

As you approach the door with the red rune it suddenly explodes in cloud of dust. You hear the roar and groans of a mighty creature. The screams in this room seem to be the most fearful.

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